AMENDMENTS TO THE CLAIMS:

This listing of claims will replace all prior versions, and listings, of claims in the application:

1.   (currently amended) A method for processing and monitoring software bug related information for use in software package development comprising the steps of:

accessing an Internet browser;

accessing providing a bug tracking system which is accessible using said an Internet browser;

processing user identification information including a password; and

accessingproviding, in response to said user identification information, at least one bug tracking related menu, tailored tothe contents of which vary based on the user's role in the software development process.

2.   (currently amended) A method according to claim 1, wherein the user is a video game tester and wherein said step of accessing providing said bug tracking related menu includes the step of accessing providing a bug tracking related menu tailored to video game testers.

3.   (currently amended) A method according to claim 1, wherein the user is a video game project coordinator and wherein said step of accessing providing said bug

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tracking related menu includes the step of ~~accessing~~ providing a bug tracking related

menu tailored to video game project coordinators.

4.   (currently amended) A method according to claim 1, wherein the user is a

video game developer and wherein said step of ~~accessing~~ providing said bug tracking

related menu includes the step of ~~accessing~~ providing a bug tracking related menu

tailored to video game developers.

5.   (currently amended) A method according to claim 1, wherein the user is a

video game translator and wherein said step of ~~accessing~~ providing said bug tracking

related menu includes the step of ~~accessing~~ providing a bug tracking related menu

tailored to video game translators.

6.   (currently amended) A method according to claim 1, further including the

step of ~~accessing~~ providing a plurality of bug tracking menus related to identified

software under development.

7.   (original)   A method according to claim 1, further including the steps of:

accessing a master bug log identifying a plurality of bugs in a selected software

package under development.

8.   (original)   A method according to claim 1, further including the steps of:

accessing a database and retrieving data indicative of a plurality of bugs in a

selected software package; and

sorting the bugs based upon any one of a plurality of sorting criteria selected by a

user.

9.   (original)   A method according to claim 8, wherein said sorting criteria

includes video game stage.

10.   (original)   A method according to claim 8, wherein said sorting criteria

includes a video game character.

11.   (original)   A method according to claim 8, wherein said sorting criteria

includes the status of the bug.

12.   (original)   A method according to claim 8, wherein said sorting criteria

includes the type of bug.

13.   (original)   A method according to claim 8, wherein said sorting criteria

includes the reported date of the bug.

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14.   (currently amended) A method according to claim 1, further including the

step of:

transmitting a bug related message using a̶n̶ a̶c̶c̶e̶s̶s̶e̶d̶ provided bug related menu

from a first user having a first role in developing said software package to a second user

having a second role in developing said software package.

15.   (original)   A method according to claim 14, wherein said first user is a

software tester and said second user is a software package developer.

16.   (original)   A method according to claim 14, wherein said first user is a

software project coordinator and said second user is a software package project

coordinator.

17.   (currently amended) A method according to claim 1, further including the

step of:

a̶t̶t̶a̶c̶h̶i̶n̶g̶ t̶o̶associating a digitized video file, for visually displaying at least one

screen display showing an identified bug, with a bug description a̶ d̶i̶g̶i̶t̶i̶z̶e̶d̶ v̶i̶d̶e̶o̶ f̶i̶l̶e̶ f̶o̶r̶

v̶i̶s̶u̶a̶l̶l̶y̶ d̶i̶s̶p̶l̶a̶y̶i̶n̶g̶ a̶t̶ l̶e̶a̶s̶t̶ o̶n̶e̶ s̶c̶r̶e̶e̶n̶ d̶i̶s̶p̶l̶a̶y̶ s̶h̶o̶w̶i̶n̶g̶ a̶n̶ i̶d̶e̶n̶t̶i̶f̶i̶e̶d̶ b̶u̶g̶.

18.   (original)   A method according to claim 1, further including the steps of:

generating a bug related communication using a bug tracking related menu;

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encrypting said bug related communication; and

transmitting said bug related communication to a recipient via the Internet.

19.   (original)   A method according to claim 1, further including the step of:

accessing a test plan identifying a plurality of tests to be performed with respect to

an identified software package.

20.   (original)   A method according to claim 1, further including the step of

editing bug related information using said at least one bug tracking related menu.

21.   (currently amended) A method of processing and monitoring software bug

related information for use in software package development comprising the steps of:

accessing an Internet browser;

accessing providing a bug tracking system which is accessible using an said

Internet browser;

processing a first user identification information including a password;

accessing providing, in response to said user identification information, a bug

tracking related menu, the contents of which vary based on a first role, of said first user,

in the software development processby a first user having a first role in developing said

software package;

editing bug related information using said bug tracking related menu; and

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transmitting at least the edited bug related information via the Internet to a second

user having a second role different from the first role in developing said software

package.

22.   Cancelled.

23.   (currently amended) A method according to claim 21, wherein the first user

is a video game tester and wherein said step of ~~accessing~~ providing said bug tracking

related menu includes the step of ~~accessing~~ providing a bug tracking related menu

tailored to video game testers.

24.   (currently amended) A method according to claim 21, wherein the first user

is a video game project coordinator and wherein said step of ~~accessing~~ providing said bug

tracking related menu includes the step of ~~accessing~~ providing a bug tracking related

menu tailored to video game project coordinators.

25.   (currently amended) A method according to claim 21, wherein the user is a

video game developer and wherein said step of ~~accessing~~ providing said bug tracking

related menu includes the step of ~~accessing~~ providing a bug tracking related menu

tailored to video game developers.

26.   (currently amended) A method according to claim 21, wherein the user is a video game translator and wherein said step of ~~accessing~~ providing said bug tracking related menu includes the step of ~~accessing~~ providing a bug tracking related menu tailored to video game translators.

27.   (currently amended) A method according to claim 21, further including the step of ~~accessing~~ providing a plurality of bug tracking menus related to identified software under development.

28.   (original)   A method according to claim 21, further including the step of:

accessing a master bug log identifying a plurality of bugs in a selected software package under development and wherein said editing step includes the step of selecting an edit function from said master bug log.

29.   (original)   A method according to claim 21, further including the steps of:

accessing a database and retrieving data indicative of a plurality of bugs in a selected software package; and

sorting the bugs based upon any one of a plurality of sorting criteria selected by a user.

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30.   (original)   A method according to claim 28, wherein said sorting criteria includes video game stage.

31.   (original)   A method according to claim 28, wherein said sorting criteria includes a video game character.

32.   (original)   A method according to claim 28, wherein said sorting criteria includes the status of the bug.

33.   (original)   A method according to claim 28, wherein said sorting criteria includes the type of bug.

34.   (original)   A method according to claim 28, wherein said sorting criteria includes the reported date of the bug.

35.   (currently amended) A method according to claim 21, further including the step of:

transmitting a bug related message using an ~~provided~~accessed bug related menu from said first user having a first role in developing said software package to said second user having a second role in developing said software package.

36.   (original)   A method according to claim 35, wherein said first user is a software tester and said second user is a software package developer.

37.   (previously presented)   A method according to claim 35, wherein said first user is a software project coordinator and said second user is a software package project coordinator.

38.   (currently amended) A method according to claim 21, further including the step of:

~~attaching~~ associating a digitized video file, for visually displaying at least one screen display showing an identified bug, ~~to~~ with a bug description ~~a digitized video file for visually displaying at least one screen display showing an identified bug~~.

39.   (original)   A method according to claim 21, further including the steps of:

generating a bug related communication using a bug tracking related menu;

encrypting said bug related communication; and

transmitting said bug related communication to a recipient via the Internet.

40.   (original)   A method according to claim 21, further including the step of:

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accessing a test plan identifying a plurality of tests to be performed with respect to an identified software package.

41.   (currently amended) A method of processing and monitoring software bug related information for use in software package development comprising the steps of:

providing a ~~accessing a~~ bug tracking system accessible via the Internet;

processing user identification information including a password, wherein the processing includes determining the aspects of a system that a user is entitled to access based on a user's role in the development process;

retrieving from a database associated with said bug tracking system a list of bugs associated with an identified software package; and

sorting said list of bugs in accordance with any of one a plurality of user selected sort criteria.

42.   (currently amended) A method according to claim 41, further including the step of:

~~accessing~~providing, in response to said user identification information processing, at least one bug tracking related menu, ~~tailored to~~the contents of which vary based on the user's role in the software development process.

43.   (currently amended) A method according to claim 42, wherein the user is a

video game tester and wherein said step of ~~accessing~~ providing said bug tracking related

menu includes the step of ~~accessing~~ providing a bug tracking related menu tailored to

video game testers.

44.   (currently amended) A method according to claim 42, wherein the user is a

video game project coordinator and wherein said step of ~~accessing~~ providing said bug

tracking related menu includes the step of ~~accessing~~ providing a bug tracking related

menu tailored to video game project coordinators.

45.   (currently amended) A method according to claim 42, wherein the user is a

video game developer and wherein said step of ~~accessing~~ providing said bug tracking

related menu includes the step of ~~accessing~~ providing a bug tracking related menu

tailored to video game developers.

46.   (currently amended) A method according to claim 42, wherein the user is a

video game translator and wherein said step of ~~accessing~~ providing said bug tracking

related menu includes the step of ~~accessing~~ providing a bug tracking related menu

tailored to video game translators.

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47.   (currently amended) A method according to claim 41, further including the step of ~~accessing~~ providing a plurality of bug tracking menus related to identified software under development.

48.   (previously presented)   A method according to claim 41, wherein the step of retrieving a list of bugs includes the step of accessing a master bug log menu identifying a plurality of bugs in a selected software package under development and wherein said sorting step includes the step of sorting in response to the selection of a sort function on said master bug log menu.

49.   (original)   A method according to claim 41, wherein said sorting criteria includes video game stage.

50.   (original)   A method according to claim 41, wherein said sorting criteria includes a video game character.

51.   (original)   A method according to claim 41, wherein said sorting criteria includes the status of the bug.

52.   (original)   A method according to claim 41, wherein said sorting criteria includes the type of bug.

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53.   (original)   A method according to claim 41, wherein said sorting criteria includes the reported date of the bug.

54.   (original)   A method according to claim 41, further including the step of: transmitting a bug related message using an accessed bug related menu from a first user having a first role in developing said software package to a second user having a second role in developing said software package.

55.   (original)   A method according to claim 54, wherein said first user is a software tester and said second user is a software package developer.

56.   (original)   A method according to claim 54, wherein said first user is a software project coordinator and said second user is a software package project coordinator.

57.   (currently amended) A method according to claim 41, further including the step of:

attaching associating a digitized video file, for visually displaying at least one screen display showing an identified bug, to with at least one bug in said list of bugs, a

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~~digitized video file for visually displaying at least one screen display showing an~~

~~identified bug~~.

58.   (original)   A method according to claim 41, further including the steps of:

generating a bug related communication using a bug tracking related menu;

encrypting said bug related communication; and

transmitting said bug related communication to a recipient via the Internet.

59.   (original)   A method according to claim 41, further including the step of:

accessing a test plan identifying a plurality of tests to be performed with respect to an identified software package.

60.   (original)   A method according to claim 41, further including the step of editing bug related information using at least one bug tracking related menu.

61.   (currently amended) A software bug related processing and tracking system comprising:

a first computer system for use by a software developer including a processing system for executing an Internet browser;

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an encryption system coupled to said first computer for encrypting data

transmitted via the Internet by said first computer;

a second computer system for use by a software tester including a processing

system for executing an Internet browser;

a third computer system for use by a software project coordinator including a

processing system for executing an Internet processor; and

a web server for storing a bug tracking system and for permitting an authorized

software developer, an authorized software tester, and an authorized project coordinator

to access said bug tracking system and to communicate with each other via said bug

tracking system, and in response to received user identification information, including a

password, for providing at least one bug tracking related menu, the contents of which

vary based on the user's role as a software developer, software tester or software project

coordinator in the software development process.

62.   Cancelled.

63.   (currently amended) A system according to claim 6261, wherein the user is

the second computer system for use by a software tester is a computer system for use by a

video game software tester and wherein said web server is operable to access provide a

bug tracking related menu tailored to video game testers.

64.   (currently amended) A system according to claim ~~62~~61, wherein ~~the user~~ ~~is~~the third computer system for use by a software project coordinator is a computer system for use by a video game software project coordinator and wherein said web server is operable to ~~access~~ provide a bug tracking related menu tailored to video game project coordinators.

65.   (currently amended) A system according to claim ~~62~~61, wherein ~~the user~~ ~~is~~the first computer system for use by a software developer is a computer system for use by a video game software developer and wherein said web server is operable to ~~access~~ provide a bug tracking related menu tailored to video game developers.

66.   (currently amended) A system according to claim ~~62~~61, wherein ~~the user~~ ~~is~~the first computer system for use by a software developer is a computer system for use by a video game software translator and wherein said web server is operable to ~~access~~ provide a bug tracking related menu tailored to video game translators.

67.   (currently amended) A system according to claim 61, wherein said web server includes an associated data base storing a plurality of bug tracking menus related to identified software under development, and wherein said web server is operable to ~~access~~ provide said plurality of bug tracking menus related to identified software under development.

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68.   (previously presented)   A system according to claim 61,wherein said web server includes an associated data base storing a master bug log identifying a plurality of bugs in a selected software package under development.

69.   (original)   A system according to claim 61, wherein said web server includes a database storing data indicative of a plurality of bugs in a selected software package; and wherein said web server is operable to sort the bugs based upon any one of a plurality of sorting criteria selected by a user.

70.   (previously presented)   A system according to claim 69, wherein said sorting criteria includes video game stage.

71.   (previously presented)   A system according to claim 69, wherein said sorting criteria includes a video game character.

72.   (previously presented)   A system according to claim 69, wherein said sorting criteria includes the status of the bug.

73.   (previously presented)   A system according to claim 69, wherein said sorting criteria includes the type of bug.

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74. (previously presented) A system according to claim 69, wherein said sorting criteria includes the reported date of the bug.

75. (currently amended) A system according to claim 61, wherein said web server is operable to transmit a bug related message using an accessed bug related menu from a <u>computer of either the first computer system, the second computer system or the third computer system to</u> ~~first user having a first role in developing said software package to a~~ <u>another computer of either the first computer system, the second computer system or the third computer system</u> ~~second user having a second role in developing said software package~~.

76. (currently amended) A system according to claim ~~75~~<u>61</u>, <u>wherein said web server is operable to transmit a bug related message using an accessed bug related menu from a computer of the second computer system to a computer of the third computer system.</u>~~wherein said first user is a software tester and said second user is a software package developer.~~

77. (currently amended) A system according to claim ~~75~~<u>61</u>, <u>wherein said web server is operable to transmit a bug related message using an accessed bug related menu from a computer of the third computer system to another</u>

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computer of the third computer system.~~wherein said first user is a software project~~

~~coordinator and said second user is a software package project coordinator.~~

78.   (currently amended) A system according to claim 61, wherein said web

server is operable to ~~attach~~ associate a digitized video file for visually displaying at least

one screen display showing an identified bug ~~to~~ with a bug description ~~a digitized video~~

~~file for visually displaying at least one screen display showing an identified bug~~.

79.   (original)   A system according to claim 61, wherein said web server is

operable to access a test plan identifying a plurality of tests to be performed with respect

to an identified software package.

80.   (original)   A system according to claim 61, wherein said web server is

operable to edit bug related information in response to user input via at least one bug

tracking related menu.

81.   (currently amended) A method for processing and monitoring software bug

related information for use in software package development comprising the steps of:

enabling access to a bug tracking system using an Internet browser;

processing user identification information including a password from a first user

having a <u>first</u> role in the software development process which is different from ~~a~~<u>at least a</u>

<u>second</u> role<u>,</u> of at least a second user<u>,</u>~~'s~~ in the software development process;

~~accessing~~<u>providing</u>, in response to said user information from the first user, at

least a first bug tracking related menu<u>,</u> ~~specifically tailored to~~<u>the contents of which vary</u>

<u>based on</u> the first user's role in the software development process;

processing user identification information including a password from the second

user; and

~~accessing~~<u>providing</u>, in response to said user identification information from the

second user, ~~:~~at least a second bug tracking related menu<u>,</u> <u>different from the first bug</u>

<u>tracking menu,</u> ~~specifically tailored to~~<u>the contents of which vary based on</u> the second

user's role in the software development process~~, wherein the first and second bug tracking~~

~~menus are different from each other~~<u>.</u>

82. (previously presented)   A method according to claim 81, wherein either

the first or second user is a video game tester and correspondingly either the first or

second bug tracking menu is tailored to video game testers.

83. (previously presented)   A method according to claim 81, wherein either

the first or second user is a video game project coordinator and correspondingly either the

first or second bug tracking menu is tailored to video game project coordinators.

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84.   (previously presented)   A method according to claim 81, wherein either the first or second user is a video game developer and correspondingly either the first or second bug tracking menu is tailored to video game developers.

85.   (previously presented)   A method according to claim 81, wherein either the first or second user is a video game translator and correspondingly either the first or second bug tracking menu is tailored to video game translators.